

Randomly Generated CF=1 Henchmen

No.	Name	gp/d	DL	Notes
1	Obedient Ghoul Mediator	8	DL II/I	1bV, 1/rd: Choose one creature. They cannot use any V actions on their next segment.
2	Clockwork Stalker Tactician	10	DL II/I	1bM: Suppress all Tech effects of SL 0–7 or lower for 1 t.
3	the Eighth Funnel Sliver	11	DL I	1F: Reset all 1/d timers in the room.
4	Starborn of The Long Undoing	12	DL I/II	The Divine Union Carpool: 1P, 1/w: Grant 1 allies immunity to Fire for 1 rd.
5	Clockwork Acolyte Tactician	12	DL II/I	Summon, But Dramatic: 1V, 1/rd: Summon a Psi Entity of DL=DL-1.
6	Edgeborn Construct Tracker	13	DL I/II	next segment.
7	Edgeborn Ghoul Tracker	13	DL I	their next segment.
8	Third-String Henchling Specialist	13	DL II/I	Multiplier Pep Talk: 1bM, At-will: Grant room +DL to multiplier for 1 segment.
9	Starborn of Broken Seal	24	DL I	The Divine Union Carpool: 1P, 1/w: Grant 1 allies immunity to Hold/Stun/Para for 1 s.
10	Crisis Logistics Coordinator	25	DL I/II	Field Dispersal Protocol: 1bP: Disperse all ongoing Elemental fields within 30 feet.
11	Homunculus of Approaching Whisper	16	DL III/II	You ignore an additional level of Hold/Stun/Para on ally(ies) (stacks with other versions).
12	Underqualified Specialist Advisor	16	DL II	1F: Disperse all ongoing Tech fields within DL+1 feet.
13	Junior Catastrophe Analyst	17	DL II/III	Summon With Armor Plating: 0, 1/t: Harden your summons, granting +DL+1 defensive DL.
14	Lost Mercenary Watcher	20	DL II	1bV: Counter a Anti-Elemental effect of level 0–3.
15	Ironbound Faerie Handler	20	DL II	Mirror Motivation Speech: 1bM, 1/rd: Boost one ally's AC by xxDL.
16	Edgeborn Ghoul Tracker	20	DL II/III	1bP: Suppress all Innate effects of SL 1–8 or lower for 1 rd.
17	Contingency Planning Clerk	20	DL III/II	DL.
18	Ironbound Faerie Executor	21	DL III/II	1bV, 1/rd: Boost one ally's saves by x1+DL/10.
19	Specter of Regret	21	DL II/III	1M: Counter any Anti-Psionic effect of SL 0–5.
20	Regret Specter	21	DL II	Your henchmen attack or defend as if they were DL= DL+1.
21	Ash-Witch of Omenfall	21	DL II/III	Timer Police Again: 1P: Reset all 1/w timers in the room.
22	Obedient Ghoul Mediator	24	DL II/III	Suppress, Repeat Edition: 1bP: Suppress all Magic effects of SL 1–8 or lower for 1 rd.
23	Prime Scout Scout	24	DL II/III	one enemy must be a Villain.
24	Narrative Risk Assessor	24	DL II/III	All your innate abilities gain +3 uses per day.
25	Regret Specter	25	DL II	Your henchmen attack or defend as if they were DL= DL+1.
26	Ash-Witch of Fallen Quiet	80	DL II	Timer Police Again: 1P: Reset all 1/w timers in the room.
27	Specter of Regret	32	DL III	0, 1/w: Harden your summons, granting +DL+1 defensive DL.
28	Prime Golem Scout	32	DL IV/III	You ignore Immunity to Psionic, unless the immunity comes from a x4 source.
29	Crisis-Prone Apprentice Examiner	32	DL III	Mirror Motivation Speech Again: 1bM, At-will: Boost one ally's melee dmg by xxDL.
30	Sliver of the Eighth Funnel	32	DL IV/III	Segment Range Blackout: 1P, 1/w: Segments 1–3 will not occur this round.
31	Omenfall Ash-Witch	32	DL IV/III	Backlash Collapse: 1F: Collapse one Anti-Elemental zone, dealing +20 backlash.
32	Unethical Practices Reviewer	33	DL III	0: Dispel up to 3 effects on one target.

33	Crisis-Prone Apprentice Examiner	33	DL IV/III	1F, At-will: Boost one ally's hp by $x1+DL/10$.
34	Wandering Faerie Executor	33	DL IV/III	Shift the Dice: 1P: Shift a target's next die roll by DL.
35	Specter of Forgotten Tithe	33	DL III/IV	defensive DL.
36	Prime Golem Scout	40	DL III	from a x4 source.
37	Edgeborn Ghoul Tracker	40	DL III/IV	1F, 1/rd: Bind a Summoned Beast to obey one command (save allowed).
38	Yed's Folly Homunculus	40	DL III	1V: Remove one melee dmg effect from a target.
39	Yed's Folly Homunculus	40	DL III	1F: Remove one AC effect from a target.
40	Escalation Specialist	41	DL III	1M, 1/t: Apply a mirrored to hit effect back onto the attacker.
41	Edgeborn Ghoul Tracker	41	DL III	1bV, 1/rd: Bind a Henchman to obey one command (save allowed).
42	Edgeborn Ghoul Tracker	41	DL III	(save allowed).
43	Wandering Faerie Executor	49	DL III/IV	1P: Shift a target's next die roll by DL.
44	Edgeborn Ghoul Tracker	49	DL III	allowed).
45	Crisis Logistics Coordinator	64	DL V/IV	Area Scaling Unleashed: Your Elemental effects have area x10.
46	Escapology Substitute Supervisor	64	DL IV	1bV, At-will: Apply a mirrored melee dmg effect back onto the attacker.
47	Final Interval Sliver	65	DL IV	a target (save allowed).
48	the Eighth Funnel Sliver	65	DL IV/V	allowed).
49	Forgotten Tithe Specter	80	DL IV	1F, 1/d: Create a temporary Psionic zone with area $xDL+1$.
50	Regret Specter	80	DL V/IV	The Temporary Danger Room: 1bM, 1/d: Create a temporary Psionic zone with area x20.
51	Wandering Binder Executor	81	DL IV	1F, 1/rd: Target must save or be forced into a scripted action next segment.
52	the Eighth Funnel Sliver	81	DL IV/V	dmg to a target (save allowed).
53	Prime Golem Scout	81	DL V/IV	1bV, 1/rd: Lower one chosen resistance on the target by +1 ranks for 1 t.
54	Narrative Risk Assessor	81	DL V/IV	1P: Delay one Magic effect until Segment 6.
55	Forgotten Tithe Specter	81	DL IV/V	1bM, 1/d: Create a temporary Psionic zone with area $xDL+1$.
56	Forgotten Tithe Specter	96	DL IV/V	$xDL+1$.
57	Edgeborn Ghoul Tracker	96	DL IV/V	action is replaced with a random hp effect of your choosing (save allowed).
58	Ash-Witch of Omenfall	96	DL IV	He Knocks Over the Plot Device: 0: All Segment 10 actions move to end of round.
59	Wandering Faerie Executor	97	DL V/IV	next segment.
60	Ash-Witch of Fallen Quiet	1024	DL IV	He Knocks Over the Plot Device: 1bP: All Segment 10 actions move to end of round.
61	Prime Scout Scout	128	DL VI/V	1F, 1/rd: Grant room +1 to multiplier for 1 segment.
62	Clockwork Acolyte Tactician	160	DL V	1P, 1/s: Reverse or Reset one to hit effect on a target.
63	Veteran Scout Adherent	160	DL VI/V	1V, 1/rd: Grant enemy(ies) +DL to multiplier for 1 segment.
64	Yed's Folly Homunculus	161	DL V	1bM: Suppress all Tech effects of SL 0-7 or lower for 1 t.
65	Lost Mercenary Watcher	161	DL V/VI	counterpart.
66	Contingency Planning Clerk	161	DL V	Anti-Shell Deployment: 1P, 1/t: Drop an anti-Anti-Psionic shell.
67	Sliver of the Eighth Funnel	192	DL V	1bP, 1/w: Create a temporary Magic zone with area x10.

68	Prime Scout Scout	192	DL VI/V	Multiplier Pep Talk Again: 1V, 1/rd: Grant enemy(ies) +1 to multiplier for 1 segment.
69	The Long Undoing Starborn	193	DL V	You may take back an action 1/d and try something else.
70	Obedient Ghoul Mediator	256	DL VI/VII	1bM, 1/rd: Multiply an effect you produce by xxDL.
71	Clockwork Acolyte Tactician	257	DL VI/VII	Multiplier Pep Talk Supreme: 1bM, 1/rd: Boost one ally's melee dmg by xDL.
72	Omenfall Ash-Witch	257	DL VII/VI	segments.
73	Starborn of The Long Undoing	320	DL VI	0: Reset all hp timers in the room.
74	Starborn of The Long Undoing	320	DL VI/VII	Timer Police Supreme: 1M: Reset all AC timers in the room.
75	Crisis Logistics Coordinator	321	DL VII/VI	Your Fate Has Been Updated: 0, 1/t: Rewrite one ongoing reach effect on a target.
76	Crisis Logistics Coordinator	321	DL VII/VI	Your Fate Has Been Updated: 1M, 1/t: Rewrite one ongoing to hit effect on a target.
77	Starborn of The Long Undoing	384	DL VI/VII	Timer Police Supreme: 1bP: Reset all melee dmg timers in the room.
78	Starborn of Broken Seal	16385	DL VII/VI	Timer Police Supreme: 1bP: Reset all ranged dmg timers in the room.
79	Underqualified Specialist Advisor	512	DL VII	1bM, At-will: Multiply the next to hit effect by xDL.
80	Master Plan Archivist Advisor	512	DL VII	1F, At-will: Multiply the next ranged dmg effect by 1+DL/10.
81	Master Plan Archivist Advisor	512	DL VII/VIII	xDL.
82	Narrative Risk Assessor	512	DL VII/VIII	DL.
83	Forgotten Tithe Specter	513	DL VII	(save allowed).
84	Escapology Substitute Supervisor	640	DL VIII/VII	He Forgot One Small Thing: 1V: Target Henchman is Crapped and Slain (save per target).
85	Narrative Risk Assessor	640	DL VII/VIII	DL.
86	Failure Cascade Supervisor	640	DL VIII/VII	1M, 1/t: Harden your summons, granting +3 defensive DL.
87	Regret Specter	640	DL VII/VIII	1V, 1/d: Bind a Construct to obey one command (save allowed).
88	Prime Scout Scout	641	DL VIII/VII	1P, 1/s: For 1 round, add +DL to your multiplier.
89	Edgeborn Ghoul Tracker	769	DL VII	0, 1/s: Apply a mirrored saves effect back onto the attacker.
90	Edgeborn Ghoul Tracker	65537	DL VII	1bP, 1/s: Apply a mirrored melee dmg effect back onto the attacker.
91	Broken Seal Starborn	1025	DL IX/VIII	1bV: Shift a target's next die roll by 20.
92	Contingency Planning Clerk	1025	DL VIII	0: Collapse one Anti-Psionic zone, dealing 30 backlash.
93	Unethical Practices Reviewer	1025	DL IX/VIII	command (save allowed).
94	Ash-Witch of Omenfall	1280	DL IX/VIII	allowed).
95	Ash-Witch of Fallen Quiet	1280	DL IX/VIII	1M, 1/w: Bind a Robot to obey one command (save allowed).
96	The Long Undoing Starborn	1281	DL VIII	1bV: Shift a target's next die roll by DL+1.
97	Ash-Witch of Fallen Quiet	262144	DL VIII/IX	1bP, 1/w: Bind a Golem to obey one command (save allowed).
98	Prime Scout Scout	2048	DL X/IX	zone with area x20.
99	Lost Mercenary Watcher	2048	DL IX	You adjust all Elemental effects by (DL+1)/2 for your group.
100	Yed's Folly Homunculus	2049	DL X/IX	1bV, 1/d: Grant DL allies immunity to Elements for 1 t.